

MACHINATIONS – Tools of the Trade

Introduction

At the core of the Great British Republic is the concept of Free Trade. Thus you can buy almost anything, for a price. There is not restriction on the purchase of items that in other settings might cause the authorities to blench.

However, how you use what you buy can bring about the unwanted attentions of the Police, or if you are very unlucky – the Auditors of the Committee for Public Safety, a latter day Inquisition if you please.

Currency

Within the Great British Republic and its dominions the currency is Sterling.

The Guinea is used for most purchases of a significant nature. A Guinea is 21 shillings.

Beneath that are the Pound, being worth 20 shillings and the Shilling itself being worth 12 Pence.

Other coins include the Crown, worth five Shillings, the Half-Crown worth two shillings and six pence, and the Sixpence.

Guineas are made of 9ct. Gold. Pounds are Silver. Crowns, Half-Crowns, Shillings and Sixpences are Nickel/Silver alloy. The humble Penny is Brass.

Prices in Shillings and Pence are normally written as Shillings/Pence. So 3/- is three shillings and 2/6 is two shillings and six pence.

Three Pence will buy you a loaf of bread, six eggs or a pint of beer.

Outside the Republic there are a thousand currencies vying for your business. The most common are the US Republican Dollar and the Austro-Hungarian Thaler.

Ranged Weapons

Note that the ranges given are the effective ranges. The range at which a trained shooter is likely to take a shot. Players can try to shoot their weapons at longer ranges but may be give penalties by the Games Master.

At twice the effective range the weapon is ineffective.

To reload a weapon takes a turn.

Pocket Pistol Range: 10yds

Has four barrels each containing a single small calibre round. These can be discharged singly or as a single volley giving a +1 to Shooting checks. It is easy to conceal and is a favourite with ladies.

Cost: £2. Ammunition 10/- for 12 rounds.

Heavy Revolver Range: 25yds

Has a five round cylinder and its large calibre rounds give a +1 to Shooting checks. It will blow a hole through a door or thin wall, but loses the bonus +1 at targets beyond that obstacle.

Cost: £8. Ammunition 15/- for 10 rounds.

Service Revolver Range: 50yds

Has a seven round cylinder. It is standard military issue to Officers, SNCO's and Artillery Crews.

Cost: £5. Ammunition 12/- for 14 rounds.

Auditor Pistol Range 50yds

This heavy calibre, tri-barrelled weapon is the signature weapon of the Auditors of the Commission for Public Safety. It has a trigger that allows the discharge of one, two or all three barrels. If two are fired the shooter gets +1 to their shooting check. If all three are discharged they get +2.

Note that Auditors take a very dim view of anyone they find carrying one of these.

Cost: £12. Ammunition £2 for 12 rounds.

Sawn-Off Shotgun Range 10yds

This weapon is capable of harming up to three people, as long as they are all adjacent to each other. In any case it gets +1 to its shooting check against each target.

Cost: £3. Ammunition 10/- for 8 cartridges.

Shotgun Range 50yds

A standard double-barrelled weapon that gives a +1 to the shooting check at any target at 25 yds range or less.

Cost: £5. Ammunition 10/- for 8 cartridges.

Combine Carbine Range 150yds

A short-barrelled, small calibre bolt-action rifle with a folding stock. It has a box magazine that can hold 12 cartridges loaded in six round clips. It is popular with the Police, Cavalry and the Navy.

It can be fitted with Telescopic Sights.

Cost: £12. Ammunition 10/- for 12 rounds.

Combine Rifle Range 300yds

A large calibre, bolt-action rifle that is the standard arm for the Army. It has a box magazine that can hold 10 cartridges loaded in 5 round clips.

At half range or less it gives a +1 bonus to shooting.

It can be fitted with Telescopic Sights and/or a Bayonet.

Cost: £20. Ammunition £1 for 10 rounds.

Tesla Gun Range 15yds

An electric pistol that fires a shocking arc towards its target. If it hits it ignores personal armour.

Cost: £50. Battery Cell costs £2.

Telescopic Sights

These increase the effective range of a carbine or rifle by 50%. They cost £5.

Personal Weapons

Dagger This covers all fixed blade knives between 6" and 12" in blade length. A common weapon for personal defence it costs 10/-.

Swordstick This is a walking cane with a long and slender blade concealed within it. The weapon of a Nobleman about town. It costs £3.

Cavalry Sabre The standard fighting arm of most Officers and NCO's in the Army it has a robust, curved 30" blade and basket hilt, It gives a +1 to Fighting checks. It costs £10.

Naval Cutlass Slightly shorter than the Sabre this has a heavier blade and is favoured by the Navy. It also gives +1 to Fighting checks. It costs £8.

Bayonet 15" of good quality steel that can be used as a fighting knife, or when affixed to a Rifle it gets a +1 to Fighting checks. It costs £2.

Switchblade A very concealable fighting knife. It costs 15/-.

Truncheon 12" of Lignum Vitae, a very hard wood. The standard sidearm of the Police. It costs 6/-.

Stave A fairly common weapon amongst the labouring classes. 6' of Oak, often encased at the ends with brass caps or steel cable for extra thump. It gives a +1 to Fighting checks. It costs nothing.

Sap A fairly rare weapon, though very simple to make. It consists of a cylindrical hemp bag filled with sand, pennies or brass nuts. It costs nothing.

Brass Knuckles The Prize Fighter's favourite. They offset the usual -1 penalty to Fighting checks incurred by those who fight bare fisted. They cost 10/- a pair.

The Cleaver A Butcher's tool reinforced for the savage gutter fighting of the lower quarters. It costs 3/-.

Personal Armour

Lined Coat Light Armour

A standard long coat with light metal plates and padding over joints and vital organs. This is the most common form of armour. £5

Quilted Leather Tunic Light Armour

This stiff tunic gives good protection against small calibre and blunt weapons. £5

Brigandine Medium Armour

A tunic with steel plating, backed by padding over all vital points. It is often worn by the Police. £10

Shot-proof Cuirass Medium Armour

A solid Steel breast and back plate combination that can repel most small arms fire. £25

Carapace Heavy Armour

Also known as 'Beetleback' Armour, this protects the chest, abdomen, arms and legs with fitted and jointed steel and brass plates. It is somewhat cumbersome and reduces DEX by 1.

It has to be personally fitted and costs £100.

Dreadnought Suit Very Heavy Armour

The ultimate in personal protection. This armour is powered by a Light Engine with its own Animus. The wearer is covered in thick steel plating and gains a +1 to their STR.

However, it is very cumbersome and reduces DEX by 2.

Automaton Improvements

Although Automatons can carry and use the same equipment as their fleshy comrades, they can also benefit from built in weapons and armour.

Sheathing

An Automaton can have his head, torso and limbs encased in brass or steel sheathing to give him protection. This comes in three sorts:

Light Armour for £10

Medium Armour for £20

Heavy Armour for £50

Retractable Wrist Blade

This can flick out in an instant and if the Automaton has pair he gains +1 Fighting checks. One costs £12 and a pair £20.

Tools

Alchemist's Tools £5

A leather satchel containing basic materials, a set of measuring spoons, portable scales and a Mixing vessel.

Alchemical Materials £3

Materials required to manufacture 9 flasks of Alchemical Preparations (includes the flasks).

Artificer's Tools £5

A leather tool roll containing a range of mechanical tools and instruments.

Armourer's Tools £5

Although still used by an Artificer these are specialised tools for the repair and maintenance of Weapons.

Lockpicks £3

A small leather wallet with a number of picks for opening most common locks.

Binoculars £10

A leather case containing a pair of precision lens tubes. Give 50x magnification.

Grapnel Gun £10

A spring-loaded tube that launches a grapnel up to 60', trailing a wire that will bear up to 300lbs in weight.